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"Crystal Cave" is a combination of chromatic and diatonic music, the idea came to me while listening to the "Adapted Adventures" soundtrack. I didn't want to do another similar game, so I started off with a different concept. "Crystal Cave" will contain musical elements like that of "Adapted Adventures". You have the option of listening to the soundtrack on this website or to download a smaller version. You can click the images for a higher resolution view. Highlights • Characterization and story are presented in a way that resonates on a personal level. • High quality artwork, and audio settings ensure that you will enjoy the experience every time you play. • The soundtrack is available in a smaller file, and can be downloaded from the game for a flat fee. DETAILS What is it? Adapted Adventures:

Crystal Cave is a narrative visual game. In this game, you will be given some pre-rendered story scenes that may or may not be important depending on your role as the main character or side character. The premise of the game is our protagonist HAKARICommunication with dead comrades, the search for a cure for the apocalypse and a dead man's fiance. How to Play You have the option of playing as our protagonist HAKARICommunicating with dead comrades, the search for a cure for the apocalypse and a dead man's fiance. But to reach these achievements you must first choose your companion from the choice of the following: •a personal friend •the daughter of your dead comrade •a good girl with a bad reputation •a teenage girl pursuing you To advance in the story, you need to collect HAKARICommunication pieces. The puzzle pieces can be found throughout the game. In this, you will need to choose between two options: •one that will move the story forward at every success •and another that will increase in difficulty throughout the game. Other features of the game: 1) pause 2) rewind 3) a lot of choice 4) puzzle 5) narrative 6) graphic novel 7) a personal story Features: • Number of pre-rendered scenes: 64 • Setting: neo crystal • Number of characters in the story: six • Language: English • Characterization and story are presented in a way that resonates on a

Colt Canyon Soundtrack Features Key:

Game Key Features
Content One / Two
Main Characters Introduction
Main Scene Creative Selection
Win / Lose
Favorites Scenes

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Screenshots